

Amendments to the Claims

The listing of claims will replace the previous version, and the listing of claims:

Listing of Claims

1-2. (Canceled)

3. (Currently amended) A combination comprising a network game server and a network game terminal unit,

wherein said network game server comprises a network game executing section for controlling a network game, and

said network game terminal unit comprises having a communication tool enabling an Internet Protocol telephone and a voice receiving section, wherein said voice receiving section comprises comprising:

a game communicating section, connected to the network game server, for sending and receiving program signals for controlling a network game;

a game control section, connected to the game communicating section, for controlling the network game based on the program signals;

a participant Internet Protocol managing section for managing Internet Protocol addresses of participants in the game being provided, said participant Internet Protocol managing section being controlled by the game control section;

a network receiving section, separated from the game communicating section, for receiving signals from the network game server and directly receiving a plurality of incoming signals of telephone message data without transmitting through the network game server;

a sorting section for determining whether the received telephone message data includes a prespecified Internet Protocol

address or not, and sending a plurality of the incoming signals of the telephone message data sequentially, said sorting section being controlled by the game control section;

a plurality of extending sections corresponding to the incoming signals, said plurality of extending sections receiving the plurality of the incoming signals from the sorting section and restoring the transmitted telephone message data;

a synthesizing section for synthesizing the plurality of the incoming signals of the restored telephone message data in the time-series mode, said synthesizing section being controlled by the game control section;

a ~~digital/analog~~ digital and analog converting section for converting a digital signal in the synthesized telephone message data to an analog signal; and

a microphone and speaker Interface section as a connecting section to the communication tool,

wherein a plurality of players participates by ~~the~~ terminal units each having the communication tool enabling the Internet Protocol telephone, and communicates directly among the players without transmitting through the game server by controlling Internet Protocol addresses of the players and selectively receiving a telephone message signal including a specific Internet Protocol address.

4. (Currently amended) The ~~network game terminal unit~~ combination according to claim 3, wherein the network receiving section receives musical sound data for the network game together with the telephone message data.

5. (Currently amended) The ~~network game terminal unit~~ combination according to claim 4, wherein the voice receiving section in the terminal unit further comprises an in-coming call transmitting

section for sending an in-coming call dial tone previously accumulated therein to the synthesizing section in response to an instruction from the sorting section.

6-7. (Canceled)

8. (Currently amended) The ~~network game terminal unit~~ combination according to claim 5, wherein when the sorting section determines that the received telephone message data does not include the prespecified IP address, the telephone message data is aborted or an instruction for transmission of a dial tone to the in-coming call transmitting section.

9. (Currently amended) The ~~network game terminal unit~~ combination according to claim 4, wherein said synthesizing section synthesizes the telephone message data transmitted from other players and the musical sound data transmitted from a managing server and transferred to the player.

10. (Currently amended) The ~~network game terminal unit~~ combination according to claim 8, further comprising means for selectively communicating with the plurality of players including one to one and one to all the players.

11. (New) The combination according to claim 3, wherein the network game server further comprises means for fetching an IP address of a terminal unit connected to the network and for notifying other terminal units of this IP address.